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NINTENDO DS™

23 games in all!

TOUCHMASTER™

INSTRUCTION BOOKLET

 MIDWAY

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THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



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TABLE OF CONTENTS

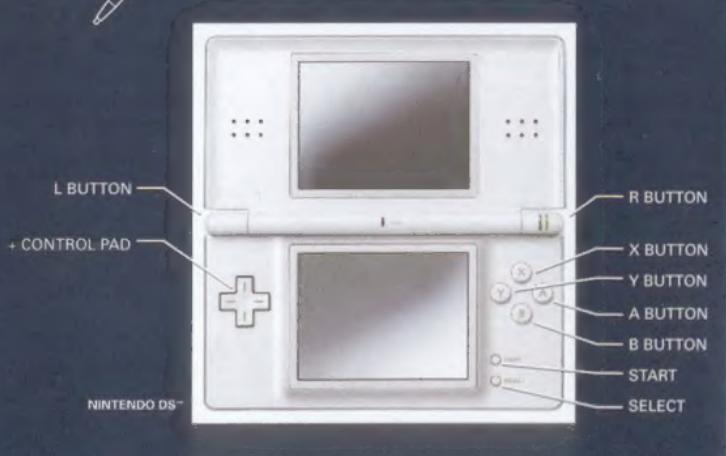
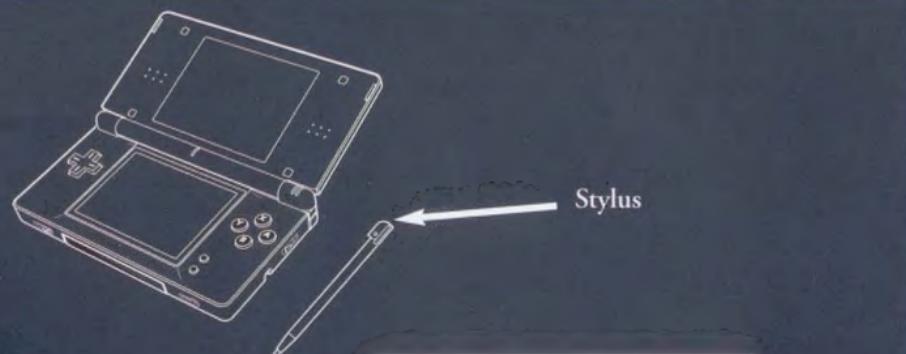
Getting Started	3
Main Menu	4
High Scores	5
High Score Options	5 - 6
Nintendo Wi-Fi Set-Up	7
Saving Scores	8
The Games: Cards	8 - 11
The Games: Skill	12 - 14
The Games: Puzzle	15 - 18
Warranty	20



CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

GETTING STARTED



MAIN MENU

There are four categories of games: Favorites, Cards, Skill and Puzzle. Select a category, then select the game you'd like to play. The Favorites category changes based on the most frequently chosen games.



Game Menu

Each game's menu includes icons representing Single and Multi-Player options, as well as Tournament and Server Access. Options that appear in grey are unavailable for that particular game.

 **Single Player Game** - Play the game versus the CPU.

 **Two Player Game** - These are Pass and Play games. As you play, you'll pass the game console to a buddy. If you play this way, pass it quickly, or Pause the game as the game field is being drawn.

 **Two Player Wireless** - When chosen, the game will look for a HOST. If a HOST isn't found, you'll become the HOST. When another player connects, you'll see the wireless icon to select and start the game.

 **Tournament** - Use this option to look for Tournaments or information on upcoming Tournaments on the server.

 **High Scores** - This option displays various options for viewing High Scores (see next page).

HIGH SCORES

The High Scores Menu allows you to view your personal High Scores, as well as the High Scores that exist on the Nintendo Wi-Fi Connection.

When you select Mine or Multiplayer, the High Scores will be displayed.

All other options (Worldwide, Tournament and Daily) require a Nintendo Wi-Fi Connection.

At each High Score display, you can use the Stylus to click the left and right side arrows and scroll through the other games' High Scores.



High Score Options

Options

You can access this option from the Main Menu. The Options Menu includes options used to access the server's High Score options. It displays the top 10 scores for 10 users in both Single Player and Multiplayer games.

Create User

Use this option to create a User account, even if you already have one. You'll connect via Nintendo Wi-Fi. Use the Stylus to type out the name, then select OK.

Delete User

If you have a User name you'd like to remove, you can use this option. Once selected, it will ask you to confirm the deletion of the User Name you're currently using.

HIGH SCORE OPTIONS

Change User

If you have more than one User name saved, you can use this option to change the User name you're currently using.

Post Score

Select this option to post your high scores via Nintendo Wi-Fi Connection. Once you connect, your high scores will be posted. If this option is grey, it means there's no new scores to upload. The option will be available again once you've achieved more scores.

Credits

View the names of those who worked long hours to bring you Touchmaster.

Nintendo Wi-Fi Connection Setup

This game allows wireless multiplayer games with each DS system containing a separate game card (see page 7).

Important

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

NINTENDO WI-FI SET-UP

Nintendo Wi-Fi Connection allows multiple owners to connect to the internet to view or post scores.

- To view or post scores from the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also access the internet at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

SAVING SCORES

Saving Scores

If you score within the Top Ten high scores, you can post your score via Nintendo Wi-Fi Connection. Your score will be posted using your User Name. A keyboard will be displayed following a top ten score. Select OK to save the score to the server. If you like, you can type out a different name, but your User Name will always appear first by default. If at any time you happen to type out a name that matches a name in use, the save will be aborted and you'll have to choose another name.

Note: You can also view High Scores on the internet at:

www.touchmastergame.com

THE GAMES: CARDS

Target 21

Touch one of the five columns to play the card displayed in the upper left. Try to make the total score in each column total 21. There are three rounds. The best possible score is 105 (displayed to the right). A bonus round is given with a score of 104 or 105. If you score a 104 or 105 while in the bonus round, you'll get another bonus round. Select the Skip button to remove an unwanted card.



Tip: If you've already achieved a 21 with an Ace and a 10 value card, you can place another 10 value card on top to get extra points and see another card (an ace represents 1 or 11). Time is important, so finish quickly for more points.

3 Peak Deluxe

Clear the three 'Peaks' of the cards by playing a card 'one' value higher or lower than the exposed hole. For example, if you have a Queen exposed as your hole card, you can touch a Jack or a King and that card will then become your hole card. When you make a successful move, it will move the card from the peak to your hole card. The top screen flashes the cards you can play. If you have no more moves, you can either touch the card pile (or your hole card) to change the hole card. Touching the 'Wild Card' takes the place of any card. The game ends when you have no valid moves, no wild card and no cards in your pile.



Go Wild

In Go Wild you are given 3 discard stacks and 5 play cards. The game uses a single 52 card deck and when a spot opens up on the play (exposed) cards spot, it is filled in with a card from the deck automatically. The goal is to place a card from your play field to the discard stack by using cards of the same suit or value. Each card you place in the discard stack increase the value of each successor card placed on that stack by 100 points. Ideally you'll place as many cards as you can on a single discard stack. The deck has 4 wild cards that can take the place of any suit or value and they can be played on top of as well. Each round you successfully complete will reduce the total time you have to clear that round.



Phoenix 13

The goal of Phoenix 13 is to select a combination of illuminated cards that add up to the sum of 13. You'll want to use as few of your hole cards as possible to make a high score. Wild Cards will bail you out when you're stuck.



Triple Elevens

The goal of Triple Elevens is to select a combination of illuminated cards that add up to the sum of 11. Use as many cards on your board as well as the exposed hole card. If you get stuck, touch the deck of cards to expose a new card, but the current hole card will move to the board.



Uplift

Your goal is to get four aces to the top level. Remove cards of the same suit by touching the 'lesser' of an exposed suited card. You can hold up to four cards on the left, but it's not easy to move a card back, because you'll need an empty column. This also lowers the score you receive for deleting a suit.



Solitaire Classic

This game is played like your standard game of Solitaire. The less time it takes for you to finish, the higher the score you'll receive.



Power Cell

Power cell plays like a hyper version of Solitaire. Allowing you to hold 4 cards makes for a faster more interesting game.



Double Take

The objective is to make as many Pairs as possible. You do this by combining accessible cards on the board. To help clear the field, you're also given the ability match cards of the same suit regardless of face value. Suits are worth fewer points than pairs, so try to use your suits wisely to expose more pairs. If you don't have a move, you can click the exposed hole card and that card will shuffle into the appropriate spot on the board.



Artifact

Your objective is to eliminate your opponent by controlling or neutralizing all of their colored energy cells.

This is a turn based game that lets you compete against the CPU or another player. Touch a neutral energy cell to light it. You can only touch neutral or purple color energy cells. In order to change your opponent's colors to your color, you must touch your own lighted energy cell, completing the circuit. This causes your opponent's surrounding cells to explode. Remember, an energy cell that is in your control may become neutral again by your own explosion.



Hot Hoops

In Hot Hoops, you'll be given two 30 second periods and five shooters to score as many points as possible. You can shoot an unlimited amount of balls from any of the guys on the court. The more baskets you make, the higher your score. The point values for the balls will go up when you're 'on fire'. As you play, you may see an occasional target appear on the screen, shoot that target for extra points. If you're having a good run, your balls may turn into frogs.



5 Star Generals

You start with five dice and two draws. The object of the game is to meet the criteria displayed in the brown tile. The first roll is automatic. Touch the dice you want to discard, then select 'Draw' to roll the dice again. For each Draw, one or some of the tiles will illuminate, indicating that you've met that tile's criteria. Choose the illuminated button you'd like to eliminate, then move on.



You'll notice the score value needed for a bonus round in the top screen. This value will go down as you play during the round to reflect how many points you need at that point in time to achieve a bonus round. The amount of points needed for a bonus round goes up each round.

Tips

- Hold on to your 'Any Combo' and 'Any Pair' tiles as long as you can. These are good backup choices for when you don't make your desired draw.
- Getting Five-of-a-Kind gives you a Wild Combo that can be used to eliminate any tile.

Pick Up 6

The rules for this game are the same as 5 Star Generals. Instead of numbers, you'll play with shapes. The point values are much different.



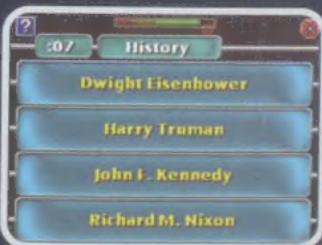
Pond Kings Checkers

Pond Kings is the wet, slimy version of checkers. Eat bugs and don't lose any frogs for maximum points.



Trivia

Questions appear in the upper screen. In the lower screen, touch the answer of your choice. Keep answering the questions quickly and correctly to move on and accumulate points.



Word Search

Choose a category look for the words displayed in the top window. Words can be spelled out in any direction forward or backward. Points are awarded for finishing quickly, and bonus points can be made in the Lightning Round.



Crystal Balls

You start off with 60 balls with the objective of matching the numbers or colors in any linear direction of three or more. The purple bar across the play field is the **Bonus** line. When you clear all of the balls above this line you will receive a **Bonus**. Bonuses increases your ball multiplier.

To the left you'll see a Crystal Ball that contains a number. The default value is 125. Each time you clear the Bonus, that value is multiplied x2, x3, x4, etc. The ball multiplier caps at 2000. Each time you get a Bonus, you'll receive five more balls and five more seconds of time. The game ends when you run out of balls or time, whichever comes first.

Combo chains play a big factor in the game. Your ball multiplier goes up for each chain hit and only for that dropped ball. It does not change the game ball multiplier permanently. The best way to achieve a top score is to max your ball multiplier as quickly as possible while scoring as many combos as possible. While the ball value will never go over 2000, the more time and balls you have, the higher you can get your score.



Mahki

Clear as many tiles as you can by grouping alike tiles then double tapping the group to remove them. When removed, tiles from above will fall. There are two modes of play: Four or Five Tiles. This is the number of colors the tiles can assume. The first round is free, so you'll always make it to the 2nd round. Once you're past the free round, you'll see the percentage of what's needed to make the next round, as well as the score delta needed.

Each round you clear, the percentage will go up by 1% and cap at 99% for Four Tile (96% for Five Tile). If you achieve a perfect clear, your Percent-to-Clear bonus will be reduced by 1%. Each round, you'll get one Jumble. Using Jumble will rearrange all the tiles in the play field. When you run out of moves, the game will automatically rearrange the board.

Pairs

Remove balls from the table by touching similar, adjacent balls. When you're out of Pairs, simply touch the Next Pass button or touch the Cue Ball. This will fill the gaps by rolling up the balls on the table, as well as add new balls to the table. When you have no Paired balls or no valid Pass moves, you can select the Break button which will shuffle the entire table. You'll start the game with two breaks, and you'll earn one break for each clearing of the table. There are a maximum of three breaks.



Times Square

When a tile is placed on the playfield, the number on the tile is multiplied by the multiplier value of the column. The result is then multiplied by 1000. One cell on the playfield has a bonus value starting at 2500 points indicated by the (diamond).



When a tile is played on that cell, the bonus value increases by 2500 points, and the diamond is reassigned to an empty cell. After four of the five numbered tiles are placed, five new tiles are chosen and the score is added to a jackpot value. When the game is over, that value is added to your score. At 500,000 points you can earn a bonus round.

Wordz

At the start of the game, you will be given the option to select a category. You will then be shown a hidden 'phrase'. Each tile represents a letter. Select the letters to eventually spell out the correct answer. When you think you've figured out the answer, touch the 'solve' bar and type in the correct answer. Remember, the Timer is always running, so don't run out of time while you're selecting letters or typing in your answer.



Mah Jongg Pairs

Select pairs of alike symbols to clear the multi-level board. Tiles must be exposed before they can be chosen. Mah Jongg Pairs has two modes of play: Easy and Hard. The mode of play is determined by the tile set you choose. Easy uses letters. Hard uses traditional Chinese shapes and symbols. When the game starts you can change the layout to any of the four available layouts. As you play, there are three available hints you can use to show you a 'pair'. Time is a big factor in the scoring of Mah Jongg Pairs, the faster you clear, and if you clear the board, the higher your score.



Gem Slide

When the game begins there will be a certain amount of gemstones on the board. Touch a gemstone to move it. After touching a gem, the board will highlight each area indicating where the gem can be placed. Touch the area where you want to move the gem, and it will slide into place. When three or more alike gems touch each other they will disappear. For each move that doesn't form at least three alike gems in a row, additional gemstones will be added randomly around the board, making it more difficult to clear the gems. The Midway Gold coins can not be removed. A level is completed when every gem has been used or removed from the board or no more moves are available.





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